



DOROTHY GOOD

Human • Female • Witch • Leader

MOV COM RAN ARC MYT WND SAN

5/7 8/7 7/7 8/7 3 20 8

CRUSHING GRASP

COM • Base • Fatigue

AFFLICTED

ARC • 10" • Bleed

WAIL OF THE ACCUSED 2 MYT

(Once Per Game) All enemy models within 8" must pass a COM defence test or suffer Haemorrhage.

POSSESSION

1 MYT

This model may spend 1 AP to grant Vigour to a friendly model within 8".

LEADER

When activated this model gains +1 AP.

SURVIVOR

Any non-condition damage suffered by this model is reduced by 1, to a minimum of 1.

BLOOD MAGIC

When this model activates you may suffer 1 WND to gain +1/+0 ARC until the end of its activation.

MENTAL STRAIN

The model must spend 1 MYT for each additional ARC attack after its first during its activation.

MARKINGS OF POWER (FLIP)

If this model spends 2 or more MYT in a single activation, flip this card as the activation ends.



30MM BASE